We have designed a roadway here to show to you guys our projected plan, as you can see we have a clear out line of out-plans and ideas for the game if we were to continue development. As you can see from a quick glance we aim to progress the game with a large focus towards player retention and monetisation through customisable, events and more. More on this in a few slides.

Using your tools with combination to our game we would be able to help reduce the work load on the developers allowing us to focus on the features of the game and make sure that each customised character and event is created to the best of our ability.